

an input device for outputting a signal according to an operation by a player;

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and

a game control device for executing a game according to a predetermined program while checking the output of the input device and displaying a game picture according to a proceeding situation of the game on the display device,

wherein the game control device is further configured for implementing the steps of:

displaying a route composed by arranging a plurality of squares as well as symbols representing attributes allocated to the respective squares on a screen of the display device;

determining a value to be obtained by the player based on the instruction of the player via the input device;

moving a character set as an object to be operated by the player along the route according to the value determined by the lottery device;

controlling a peculiar value relating to event production corresponding to the attributes of the squares based on a stop position of the character;

controlling appearance of the event production squares on the route based on the peculiar value; and

producing an event relating to the event production square under the condition that the event production square and the stop position of the character establish a predetermined relationship.

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2. (Amended) A game system according to claim 1, wherein an operation skill of the player for the input device reflects on determination of the value.

3. (Amended) A game system according to claim 1, wherein, in connection with determination of the value, the game control device is further configured for implementing the steps including:

scrolling a row of numerical values in a predetermined range on the screen of the display device at a speed in a range that respective values can be discriminated; and

selecting the value to be obtained by the player from the row of the scrolled numerical values so that a constant relationship is established between timing that a predetermined stop operation as the instruction is performed on the input device and the determination of the value.

4. (Amended) A game system according to claim 1, wherein the game control device is further configured for letting a game having a story relating to a predetermined theme proceed, and for letting the game proceed while the story is being changed in connection with a change in the position of the character on the route.

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5. (Amended) A game system according to claim 4, wherein the game control device is further configured, when a proceeding situation of the game satisfies a predetermined condition, for selecting an ending corresponding to the proceeding situation at that time from plural endings and presenting an image corresponding to the selected ending to the player via the display device.

6. (Amended) A game system according to any one of claims 1 to 5, wherein the player's operation skill for the input device reflects on a result of the event.

7. (Amended) A game system according to claim 6, wherein the game control device is further configured, when the character stops in a specified position on the route, for providing a practice environment of a game to be executed as the event to the player.

8. (Amended) A game system according to claim 6, wherein the game control device selects the ending in connection with an experience in the event up to the ending.

9. (Amended) A game system according to claim 1, wherein when the character stops one of the squares, the peculiar value relating to the event production

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corresponding to the attribute of the square where the character stops by a predetermined amount is increased, and when the peculiar value reaches a predetermined value, the event production squares corresponding to the peculiar value are allowed to appear on the route.

10. (Amended) A game system according to claim 1, wherein the game control device produces an event relating to the event production square under the condition that the character stops on the event production square.

11. (Amended) A computer readable storage medium into which a program for executing a game by referring to an output from an input device of a game system and displaying a game picture according to a proceeding situation of the game on a screen of a display device of the game system is recorded, wherein the program allows a computer provided in the game system to perform the steps of:

displaying a route composed by arranging a plurality of squares as well as symbols representing attributes allocated to the respective squares on the screen of the display device;

determining a value to be obtained by the player based on the instruction of the player via the input device;

moving a character set as an object to be operated by the player along the route according to the value determined in said step of determining a value;

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controlling a peculiar value relating to the event production corresponding to the attributes of the squares based on a stop position of the character;

controlling appearance of the event production squares on the route based on the peculiar value; and

producing an event relating to the event production square under the condition that the event production square and the stop position of the character establish a predetermined relationship.

IN THE ABSTRACT:

Please replace the abstract with the substitute abstract submitted on the following separate page.